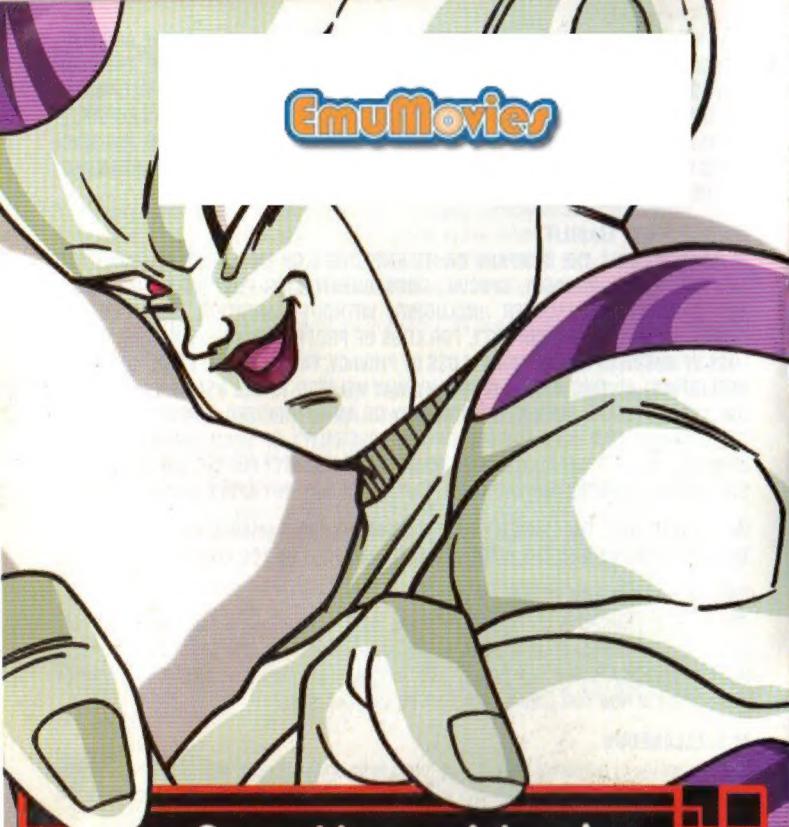


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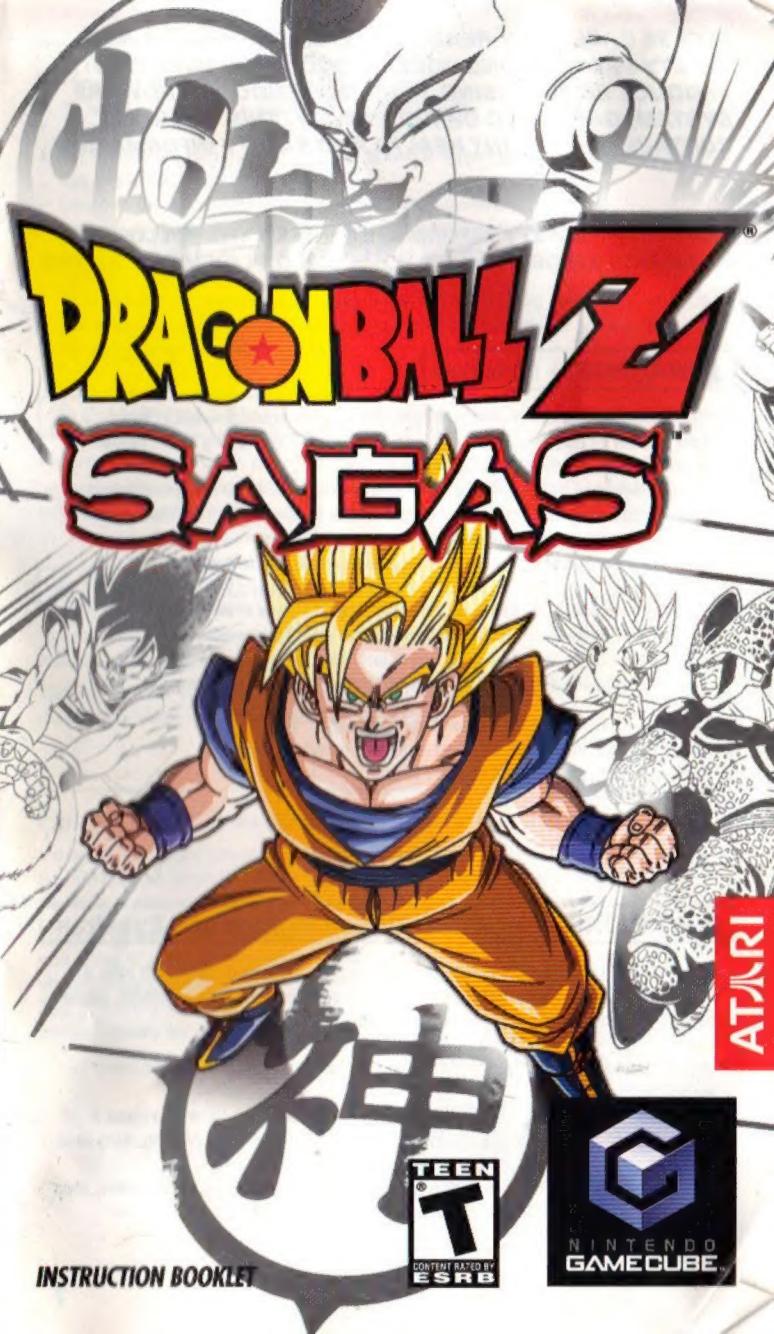
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ATARI



INSTRUCTION BOOKLET

TEEN
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NINTENDO
GAME CUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

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OR STATISTICS.**

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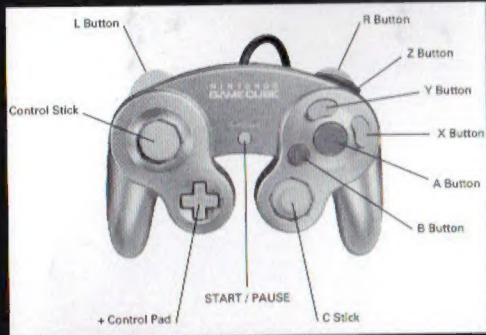


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Game Controls



Menu Controls

Use the **+Control Pad** or the **Control Stick** to highlight menu items. Press the **A Button** to select an item. Press the **B Button** to cancel a selection and move back one screen.

Game Controls

Control

Control Stick

B Button

Y Button

X Button

A Button

A Button X 2

R Button

R Button + A Button

L Button

+Control Pad Left/Right

Z Button

R Button + X Button

R Button + Y Button

R Button + B Button

+Control Pad Up/Down

R Button + +Control Pad Up/Down

START/PAUSE

Action

Move

Punch

Kick

Ki attack [press and hold for Special Move]

Jump

Fly [press again to land]

Block

Charge Ki Energy

Target lock [press again to switch targets]

Show pick-ups

Teleport [unlockable]

Throw [unlockable]

Roundhouse kick [unlockable]

Uppercut [unlockable]

Toggle Map/Radar

Hide Map/Radar

Pause Menu

PROLOGUE

Before Dragon Ball GT™, before Super Saiyan 4, before the epic struggle with the Shenrons™, Goku™ was just beginning to discover his true power – and destiny. After many years of protecting Earth from evil tyrants, including the Red Ribbon Army and the alien King Piccolo™, Goku™ is now grown up. He and his wife Chichi™ have a young boy, Bohan™. One day, Goku™ and Bohan™ are at Kame House with old friends Master Roshi™, Krillin™ and Bulma™, when suddenly Goku™ feels a strong presence – energy from another world approaching at an alarming speed.

From out of the sky drops the great Saiyan warrior Raditz™, who has traveled from a distant galaxy to check on the progress of his brother Goku™'s mission – to exterminate the Earth. Fortunately for the Earth, Goku™ is afflicted with amnesia – he doesn't even remember his original name Kakarot™ or his wicked mission. The evil Raditz grabs little Bohan™ and flies off, threatening to kill the child unless Kakarot™ [Goku™] completes his original task and exterminates all of the people of Earth.

So Goku™ and the Z Warriors set out on an adventure to save Bohan™ and protect Earth from a new race of enemies determined to destroy it!



PLAYING THE GAME

Play all 18 chapters by traveling through the many environments and battling enemies along the way. You must complete many quests and defeat all the bosses to win the game.

Your path through the game will require a lot of combat. You will be fighting against groups of enemies or bosses. Each enemy may require you to try various combat techniques, such as using the upgrades purchased at Upgrade Stations (see "Upgrading Your Z-Team" on page 11).

The Battle Screen

The Heads-Up Display (HUD) provides information on your character and the game.



Health Meter: Shows your health. If this bar empties, you die.

Ki Meter: Shows how much Ki Energy you have. You need Ki Energy to fire Ki Blasts and perform Special Move attacks. Your Ki Energy depletes as you use energy attacks. Press and hold the **R Button + A Button** to recharge your character's Ki Energy.

Super Saiyan/Namek Meter: Shows your amount of Super Saiyan/Namek Energy. Fighting in melee combat causes this meter to rise. The more combos you perform, the faster it rises. Once it reaches its full potential, the meter will flash. You can now charge up by pressing the **R Button + A Button**. You will then turn Super Saiyan (or, in Piccolo's case, Super Namek)! **Note:** The Super Saiyan ability is not available until Chapter 8.

Sensu Bean: You will find Sensu Beans located in most environments and you can hold up to three Sensu Beans. If you have a Sensu Bean and your Health runs out, the Sensu Bean will automatically revive you. You can also give your Sensu Bean to your partner in Co-op mode if he needs it.

Dragon Radar: Shows where you are on the level. You can upgrade your Dragon Radar to show the position of enemies and the placement of different pick-ups. If you don't know which way to go, refer to the arrow on the Dragon Radar, which will point you in the right direction. Press the **+Control Pad Up/Down** to toggle the three different modes on the Dragon Radar: Yellow (show Dragon Balls); Red (show enemies - Ki Sense upgrade); and Purple (show pickups - Lucky upgrade).

Help Panel: Often during the game, a help panel will appear on-screen with important information about the game. The type of information may include mission objectives, hints about how to play, or other game info.

Pick-ups: Press the **+Control Pad Left/Right** to view the number of capsules and other pick-ups you have collected in the current level (see "Pick-ups" on page 10).

Combat

There are two types of combat: Melee and Range attacks.

Melee Attacks:

Y Button: Kick

B Button: Punch

Use combinations of the **Y Button** and the **B Button** for combo attacks. Basic combos include five punch and five kick attacks.



Range Attacks:

Press the **X Button** to fire a Ki blast.

Press and hold the **X Button** to use your Special Move attack.

Each of the playable characters has a special move:

Goku: Kamehameha

Bohan: Masenko

Piccolo: Special Beam Cannon

Vegeta: Galick Gun

Trunks: Burning Attack

Broly: Green Ball

Bardock: Orb

Krillin: Destructo Disk

Tien: Tri-Beam

Yamcha: Kamehameha

Boss Characters

There are many enemies from the Saiyan Saga through the Cell Games Saga: Raditz*, Neppa*, Vegeta*, Recooma*, Burter* & Jaice*, Captain Ginyu*, Frieza*, Android 17*, Android 18*, Android 19*, Android 20*, Imperfect Cell* and Perfect Cell*.

Targeting

Targeting allows you to lock on to a specific enemy and move more freely while in combat. To target an enemy close to the direction in which your character is facing, press and hold the **L Button**. To choose among multiple enemies, tap and hold the **L Button** until the desired enemy is highlighted, and then continue to hold the **L Button**. A blue arrow will appear over the targeted character's head. If the enemy moves off screen, his portrait will be displayed along the edge of the screen indicating his general location.

Note: Both the blue arrow and the portrait indicate the enemy's health.

While an enemy is targeted, the control scheme changes:

Dash: Move the **Control Stick** toward the targeted enemy.

Strafe: Move the **Control Stick** left and right of the direction your character is facing.

Back flip: Move the **Control Stick** away from the targeted enemy.

Exploring

Fully explore all of the levels to take full advantage of the upgrades, find health and find other pick-ups.



Pick-ups

Many items are scattered throughout all of the levels. Search far and wide for all of these pick-ups, they will help you finish the game. Often, a pick-up is hidden inside a destructible object, such as a rock. Try blowing up different things you encounter in the levels to find more pick-ups.



Capsules: There are two types of capsules, red capsules restore health; yellow capsules restore Ki Energy. For every 10 Red capsules you collect, your Health Bar will increase in length. For every 10 Yellow capsules you collect, your Ki Energy meter will increase in length.



Z-Coins: Collect Z-Coins to upgrade your Z-Team with new abilities. Once you have collected enough Z-Coins, you can purchase upgrades from the upgrade screen. See "Upgrading Your Z-Team" on page 8 for details.

Other Pick-ups: Some specific missions require you to find other types of collectibles. For example, you may need to find Dragon Balls or parts to a Time Machine in a particular level.

Flying

You can fly at any time by pressing the **A Button** twice. Press the **A Button** once to jump, and a second time to stay in the air at the desired height. You can also jump off ledges found in some environments to fly higher. Some pick-ups will require you to find a high point from which to jump and fly.

You can also purchase the Flight Speed upgrade, which will allow you to fly very quickly back through a level if you missed an important pick-up.

UPGRADING YOUR Z-TEAM

Upgrading your Z-Team is the key to success in *Dragon Ball Z: Sagas*. Collect Z-coins to spend on upgrades. You can only purchase upgrades from an Upgrade Station, found in most chapters.

To view your current upgrades, press **START/PAUSE** to display the Pause Menu and then choose Upgrades. Upgrades are divided into three categories:



Ki Attack

Special Move

Rapid Fire

Quick Recovery

Teleport

Flight Speed

Turbo Ki Charge

Ki Sense

Lucky

Combo Attacks [see below]

Chikara-Dageki

Chudan-Dageki

Chikara-Kobushi

Tatsumaki

Kiai-Dageki

Sokuryu-Dageki

Melee Attacks

Uppercut

Roundhouse

Smash

Unblockable Finishers

Combo Breaker

Throw

Combo Attacks:

Chikara-Dageki [Power Strike]: This 6-strike combination will stun lesser enemies

Chudan-Dageki [Middle Strike]: This 7-strike combination will stun average enemies

Chikara-Kobushi [Power Fist]: This 8-strike combination will bring down difficult enemies

Tatsumaki [Tornado]: This 9-strike rain of heavy blows will stun the most difficult of enemies

Kiai-Dageki [Henchmen Destroyer]: This 10-strike combination will eliminate any henchman

Sokuryu-Dageki [Quick Destruction]: This will unleash a devastating chain of hyper-quick blows

CO-OP MODE

Dragon Ball Z: Sagas™ includes two-player cooperative mode. To play in Co-op mode, choose Play Sagas or Pendulum mode, select Two Player, select the desired chapter, and have player 2 press **START/PAUSE** on the Controller in Controller Socket 2. Co-op mode is similar to single-player, except the difficulty level is higher.



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